

TITLE OF THE SCENARIO		Job interview
Keywords		CV, job interview, self presentation
Information about students?		
Age Range and grade of the learners		Over 18 years old
Special characteristics of learners		Persons willing to apply for a job, starting with high school from unemployed worker.
The learning emphasis?		
Learning subject / field / skills or dimensions		Learning subject: Job interview Field: Personal development Skills: communication, negotiation, self presentation
Specific Goals		At the end of this course students will be able to: * have an appropriate attitude in job interview * make a self evaluation and to present its strengths * negotiate
The teaching emphasis?		Rate 0-5
Learning metaphor that can support the learning objectives	Acquisition (I will transmit / present / explain content to the learners)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Imitation (I will show to the learners how to do things related to this subject / content, i.e. I will be a model for them)	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Discovery (I will provide the necessary artifacts for the learners to find out / discover a specific concept / knowledge on their own. I will organize guiding activities and provide tips)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
	Participation (I will organize sessions in which learners will discuss, share and / or collaborate for learning a specific subject / content and I will facilitate the interaction between them)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
	Experimentation (I will organize activities in which learners will understand, learn how-to, practice, and / or exercise)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
Description of the game	Narrative description of the game plot	In this role play game, each student will play the role of a candidate for a job. There is only one job and three candidates. The main scope of the game is to get that job. More, each player will have to accomplish personal objectives, with the mean of obtain maximum performance and to overcome their own limits. The game is based on discussions, because we have an

		<p>group interview, with three students (candidates) and an interviewer (trainer). Communication, expressing ideas and attitudes, behavioral observation is the key game.</p> <p>Each user must get inside a character and to get hold its features. They should not neglect general scope of the game: obtaining the job.</p>	
	Goals	There is a general scope: to be employed, but also individual objectives	
	Characters	<p>Trainer – the interviewer</p> <p>Ionela Vasilescu – is a jovial person, confident, she loves life and she has many friends.</p> <p>Viorica Georgescu – she is very pessimistic</p> <p>Mihai Dumitrescu is a good professional</p>	
	Scenes	A meeting room	
		Learning settings	Estimated Time
Narrative Description of learning activities - step by step organization and structuring	Before the game:	In the classroom / Online	30 min
	<p>The trainer will underline aspects related by a job interview, using questions/answers. He can also use materials (PP presentations, short movies with good and bad examples on the subject) all these aspects can be also discovered and discussed, with the help of students.</p>		
	During the game:	In the classroom / Online /	50 min
	<p>Trainer has an important role being the employer, so he will supervise the session, imposing a new rhythm of the discussions and triggering unpredictable events meant to influence participants' attitudes. He has to lead the discussions.</p>		
After the game:	In the classroom / Online	20 min	
<p>Debriefing session. Discussions with all students about attitudes, dialogue, problems, key moments, and accomplished scope.</p>			
			Total: 100 min
How will I evaluate students?			
Evaluation approach	<ul style="list-style-type: none"> ➤ Recorded session ➤ Analyze attitudes dialogue and accomplished scope. ➤ Continuous monitoring 		

What will learners need in order to achieve learning objectives?		
Prerequisite		<ul style="list-style-type: none"> ➤ Computer use – basic level, especially typewriting ➤ Theoretical concepts
Settings and materials		<ul style="list-style-type: none"> ➤ A lab with blackboard and computers for each student ➤ Power point presentation with questions and possible answers ➤ Short movies (Youtube) with good and bad examples ➤ “Job interview” game
What is needed to implement the scenario?		
Applications involved	Mandatory	<ul style="list-style-type: none"> ➤ <EUTOPIA> ➤ Accounts on EUTOPIA Server ➤ Accounts on a platform for synchronous communication
	Optional	
Infrastructure / equipment	Mandatory	<ul style="list-style-type: none"> ➤ Internet connection ➤ A computer per learner ➤ A computer for trainer
	Optional	<ul style="list-style-type: none"> ➤ LCD projector
Learning Resource Type		<ul style="list-style-type: none"> ➤ Online resources ➤ Online course “Employment techniques. CV and Interview”
Time / Space resources		<ul style="list-style-type: none"> ➤ A computer lab ➤ Estimated time: 100 minutes
Other things to consider		
<p>This scenario offer the opportunity to simulate an interview; everybody has access to theoretical aspects, but when the simulation take place there are some aspects to be followed:</p> <ul style="list-style-type: none"> *Emotion control * Attitudes * Reaction to unpredictable events * Adaptation (to the employer behavior) * Direct competition <p>This exercise can be replayed many times as a different game, modifying only some parameters (students’ profile, employer’s attitude towards some candidates, unpredictable events during the interview).</p>		